WEST Search History

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☐	L4	l2 and (intermediate with (language$2 or code$2 or instruction$2))	56
☐	L3	l1 and L2	19
☐	L2	parallel$7 with directive	650
☐	L1	717/116,136-150.ccls.	2699

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Terms used **parallel directive intermediate** Found **8** of **161,645**

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1 An adaptive communications protocol for network computers (extended abstract)

David Gelernter, Sunil Podar, Hussein G. Badr

August 1985 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1985 ACM SIGMETRICS conference on Measurement and modeling of computer systems**, Volume 13 Issue 2

Full text available: pdf(157.39 KB) Additional Information: full citation, abstract, index terms

A network computer is a collection of computers designed to function as one machine. On a network computer, as opposed to a multiprocessor, constituent subcomputers are memory-disjoint and communicate only by some form of message exchange. Ensemble architectures like multiprocessors and network computers are of growing interest because of their capacity to support parallel programs, where a parallel program is one that is made up of many simultaneously-active, communicating ...

2 Improving cross language retrieval with triangulated translation

Tim Gollins, Mark Sanderson

September 2001 **Proceedings of the 24th annual international ACM SIGIR conference on Research and development in information retrieval**

Full text available: pdf(182.59 KB) Additional Information: full citation, abstract, references, citings, index terms

Most approaches to cross language information retrieval assume that resources providing a direct translation between the query and document languages exist. This paper presents research examining the situation where such an assumption is false. Here, an intermediate (or pivot) language provides a means of transitive translation of the query language to that of the document via the pivot, at the cost, however, of introducing much error. The paper reports the novel approach of translating ...

3 Logic of global synchrony

Yifeng Chen, J. W. Sanders

March 2004 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 26 Issue 2

Full text available: pdf(265.65 KB) Additional Information: full citation, abstract, references, index terms

An intermediate-level specification formalism (i.e., specification language supported by laws and a semantic model), Logs, is presented for PRAM and BSP styles of parallel programming. It extends pre-post sequential semantics to reveal states at points of global synchronization. The result is an integration of the pre-post and reactive-process styles of specification. The language consists of only six commands from which other useful commands can be derived. Parallel composition is simply logica ...

Keywords: Bulk-Synchronous Parallelism, PRAM, reactive programming

4 Systems and techniques: A program simulator by partial interpretation
Kazuhiro Fuchi, Hozumi Tanaka, Yuriko Manago, Toshitsugu Yuba
October 1969 **Proceedings of the second symposium on Operating systems principles**

Full text available: pdf(637.75 KB) Additional Information: full citation, abstract, references

In promoting the ETSS project a program simulator based on an idea of partial interpretation has been constructed, and its principle and design are described in the paper. This new approach has been introduced to provide the simulator with such features as high speed and high accuracy in simulation and simplification in implementation. The essence of the idea of partial interpretation is using direct execution of instructions by hardware and simulation of them by an interpreter in combination, w ...

5 Techniques for obtaining high performance in Java programs
Iffat H. Kazi, Howard H. Chen, Berdenia Stanley, David J. Lilja
September 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 3

Full text available: pdf(816.13 KB) Additional Information: full citation, abstract, references, citings, index terms

This survey describes research directions in techniques to improve the performance of programs written in the Java programming language. The standard technique for Java execution is interpretation, which provides for extensive portability of programs. A Java interpreter dynamically executes Java bytecodes, which comprise the instruction set of the Java Virtual Machine (JVM). Execution time performance of Java programs can be improved through compilation, possibly at the expense of portabili ...

Keywords: Java, Java virtual machine, bytecode-to-source translators, direct compilers, dynamic compilation, interpreters, just-in-time compilers

6 Object oriented simulation for the U.S Army graves registration service
Richard A. Helfman, Mark H. Ralston, J. Robert Suckling
December 1987 **Proceedings of the 19th conference on Winter simulation**

Full text available: pdf(910.94 KB) Additional Information: full citation, abstract, references, index terms

Object oriented languages have been used successfully in such areas as simulation, systems programming, graphics, and Artificial Intelligence. Object oriented programming has become increasingly popular in the 1980's. Smalltalk™ is an object oriented language developed by Xerox, that has features particularly suited to simulation. The US Army Quartermaster School, in 1984, commissioned the Ballistic Research Laboratory to perform a study of the Graves Registration (GRREG) S ...

7 A multi-level parallelism architecture
Theo Ungerer, Eberhard Zehendner
July 1991 **ACM SIGARCH Computer Architecture News**, Volume 19 Issue 4

Full text available: pdf(913.64 KB) Additional Information: full citation, abstract, index terms

This paper describes a parallel programming language and a multi-level parallelism computer architecture, which have been developed by an integrated design process.The ASTOR language is an imperative intermediate language that combines parallel control constructs with a concise module concept. The ASTOR architecture is directed towards reliable execution of programs written in the ASTOR language, utilizing five levels of parallelism expressed by the language constructs. Structure preservation ha ...

8 VLIW compilation techniques in a superscalar environment

Kemal Ebcioglu, Randy D. Groves, Ki-Chang Kim, Gabriel M. Silberman, Isaac Ziv

June 1994 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1994 conference on Programming language design and implementation**, Volume 29 Issue 6

Full text available: pdf(1.30 MB) Additional Information: full citation, abstract, references, citings, index terms

We describe techniques for converting the intermediate code representation of a given program, as generated by a modern compiler, to another representation which produces the same run-time results, but can run faster on a superscalar machine. The algorithms, based on novel parallelization techniques for Very Long Instruction Word (VLIW) architectures, find and place together independently executable operations that may be far apart in the original code. i.e., they may be se ...

Keywords: VLIW, compiler optimizations, global scheduling, profiling directed feedback, software pipelining, superscalars

Results 1 - 8 of 8

Day : Thursday
Date: 9/29/2005

Time: 14:21:15

PALM INTRANET

Inventor Information for 09/774685

Inventor Name	City	State/Country
YAMANAKA, YUTAKA	KAWASAKI	JAPAN
ISHIKAWA, TAKAHIRO	KAWASAKI	JAPAN

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